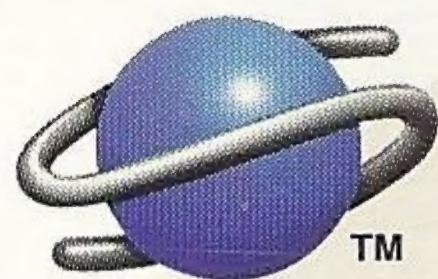


SEGA®



# GOLDEN AXE

THE DUEL

SEGA SATURN™



81045



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## WARNINGS

### READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

#### **EPILEPSY WARNING**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

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Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

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The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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#### **ESRB RATING**

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at **1-800-771-3772**.

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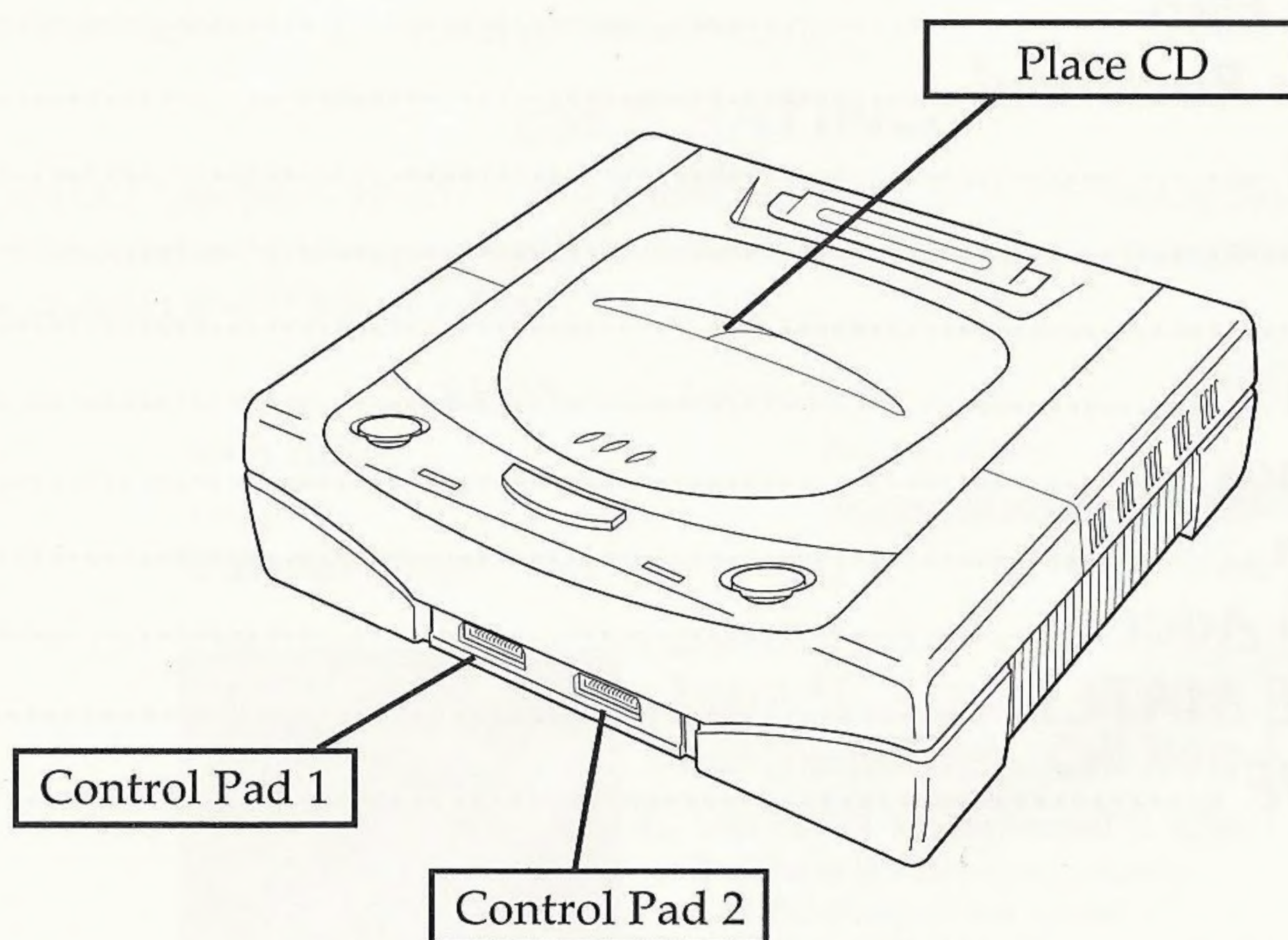
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# STARTING UP

1. Set up your Sega Saturn system as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2.
2. Place the *Golden Axe, the Duel*<sup>™</sup> disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo appears on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress or the game ends and you want to restart it, press the Reset Button on the Sega Saturn console to display the on-screen Control Panel.

**Important:** Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.





# THE AXE UNEARTHED!

*Many years have passed since the last war with Death Adder.*

*But as memories of those dark times begin to fade, another war is beginning. Out of the mists of time, a magical axe is discovered. The legend of the axe is well known throughout the land, for it is told that this axe is the very one which Gillius Thunderhead used to slay Death Adder.*

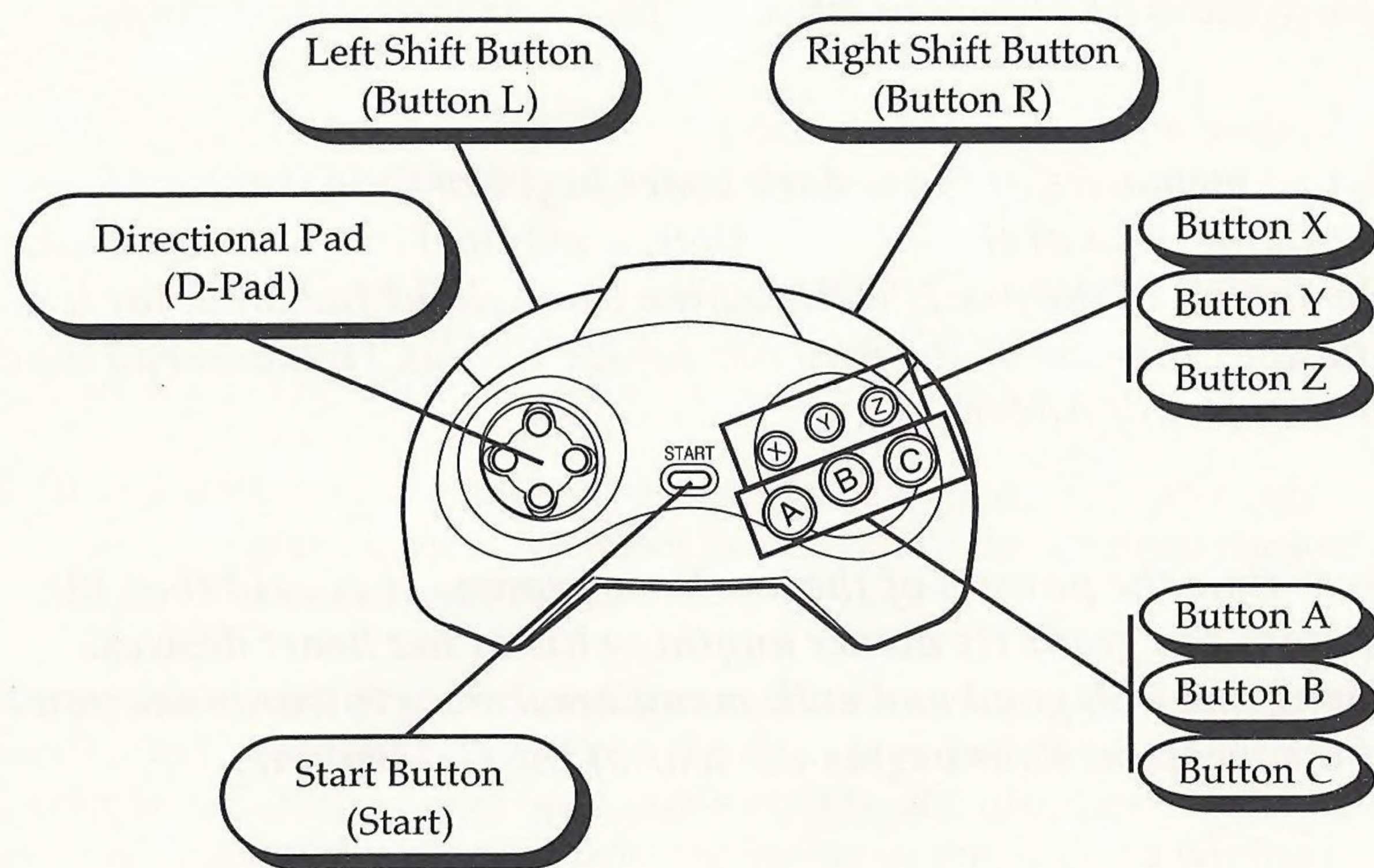
*Over time the powers of the axe have grown. It is said that the artifact can grant its owner anything his or her heart desires. Young and old, good and evil, many are drawn towards the power of the weapon. Thus begins the war of the Golden Axe...*

*Ten fighters remain from thousands. Select one of them and begin battling your way to claim the axe. You'll need to beat the other nine characters before you can take the prize. Each one is a talented fighter, determined to go all the way and use the axe for his or her own purposes. Better be ready, the first fighter is waiting!*





# TAKE CONTROL



<i><b>Control</b></i>	<i><b>Select screen</b></i>	<i><b>During Play</b></i>
Start	Makes selections	Pauses game; resumes play
D-Pad (Left/Right) (Up/Down)	Selects options Highlights selections	Makes fighter move left/right Makes fighter jump/crouch
Button A	Selects fighter	Fighter performs Weak Kick
Button B	Selects fighter	Fighter performs Mid Kick
Button C	Selects fighter	Fighter performs Heavy Kick
Button X	Selects fighter	Fighter performs Weak Slash
Button Y	Selects fighter	Fighter performs Mid Slash
Button Z	Selects fighter	Fighter performs Heavy Slash
Button L	No function	No function
Button R	No function	No function

**Note:** Press Start and Buttons A, B and C simultaneously during game play to exit the game and bring up the Title screen.



## GETTING STARTED

After the Sega logo, the game intro starts. Press Start at any time to bring up the *Golden Axe, the Duel* Title screen.



Press Start, or wait a few moments to see a demo of the game and the high scores.

Press Start at any time to return to the Title screen. Now comes the big decision—jump right into a game or change game settings.

## GAME MODES

Highlight a mode by pressing the D-Pad UP or DOWN, and select by pressing Start.



### *Game Start*

The other fighters are lining up to take you on. Battle them one at a time in your bid to reach the final fight and claim the Golden Axe!

### *Vs Start*

Friend, or foe? It's you against the most lethal of enemies: another human player. Don't expect any mercy from your friend in this one-match-takes-all mode.

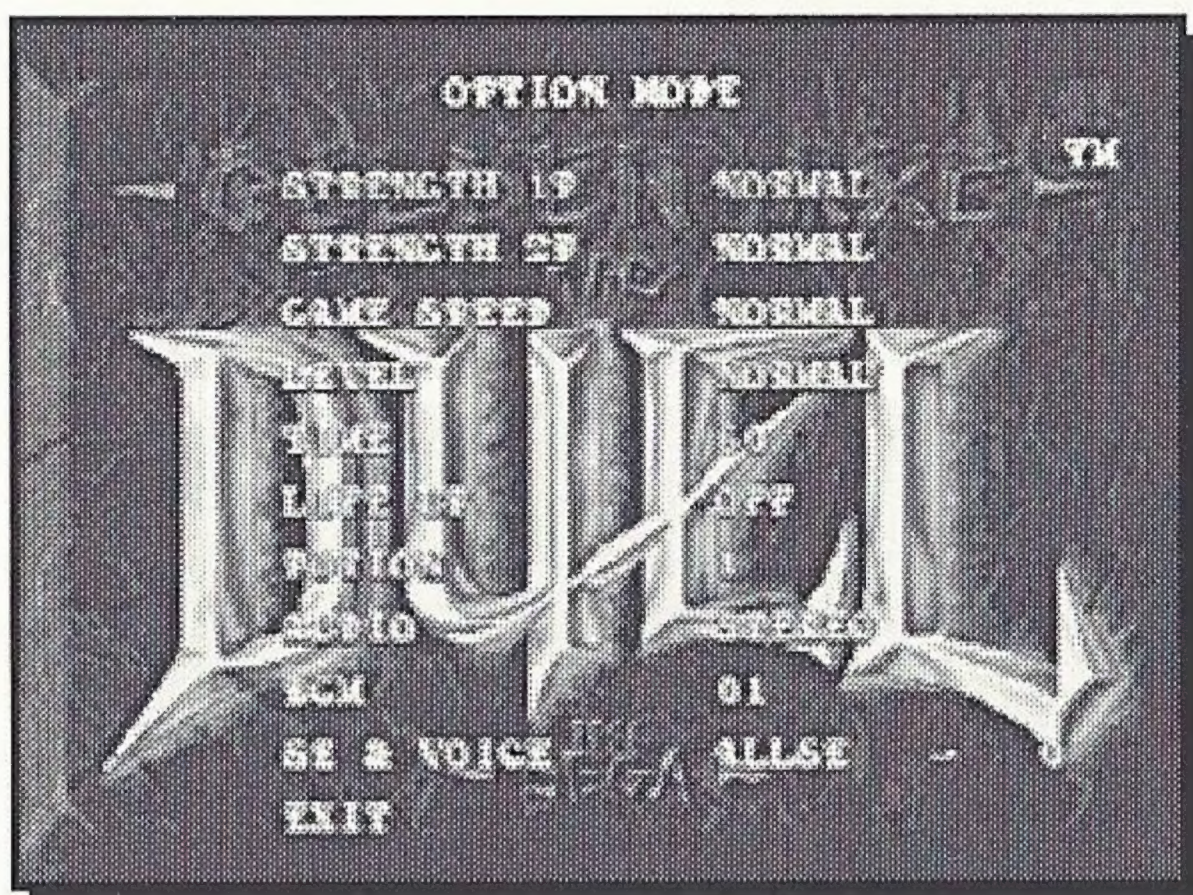
### *Option*

Change features of the game on the Option Mode screen.



# OPTION

Press the D-Pad UP or DOWN to highlight an option, and LEFT or RIGHT to change the option setting.



## Strength 1P, 2P

The stronger the setting, the more damage you inflict per attack. Select from NORMAL, STRONG and STRONGEST.

## Game Speed

Select the speed of the game. Choose from SLOW, NORMAL and FAST.

## Level

Choose the difficulty level of the game. The more difficult the game, the more skilled your computer opponents become. Select from EASY, NORMAL, HARD and HARDEST.

## Time

Set the length of the rounds for your matches. You can select 40, 50 or 60 seconds, or NO LIMIT to turn the timer off.

## Life Up

Enable this option to have green elven thieves appear during game play. For information on the elves, see Elf Treasure, page 9.

## Potion

Use this option to set the number of Potions you have from the beginning of the game. For more on Potions, see Power Up!, page 9.

## Audio

This displays your television or monitor's sound capability: STEREO or MONO.



## **BGM**

Use this option to play the BGM (background music) tracks of the game. Press the D-Pad LEFT or RIGHT to select a track. Then press any button except Start or the D-Pad to play the track. To stop a track, press the D-Pad UP or DOWN to deselect the BGM option.

## **SE & Voice**

Use this option to play the sound effects and the voice tracks of the game. Select and play a sound effect/voice track as you would a BGM track. Press any button except Start or the D-Pad repeatedly to play all of the tracks for the highlighted character.

When finished changing the options, highlight EXIT and press Start to return to the Mode Select screen.

# ***SELECT PLAYERS SCREEN***



After you select either Game Start or VS Start, this screen appears.

Time to pick your fighter! Press the D-Pad LEFT or RIGHT to highlight, and Button A, B, C, X, Y or Z to select. If you have not selected a fighter when the Timer reaches zero the highlighted fighter is selected.

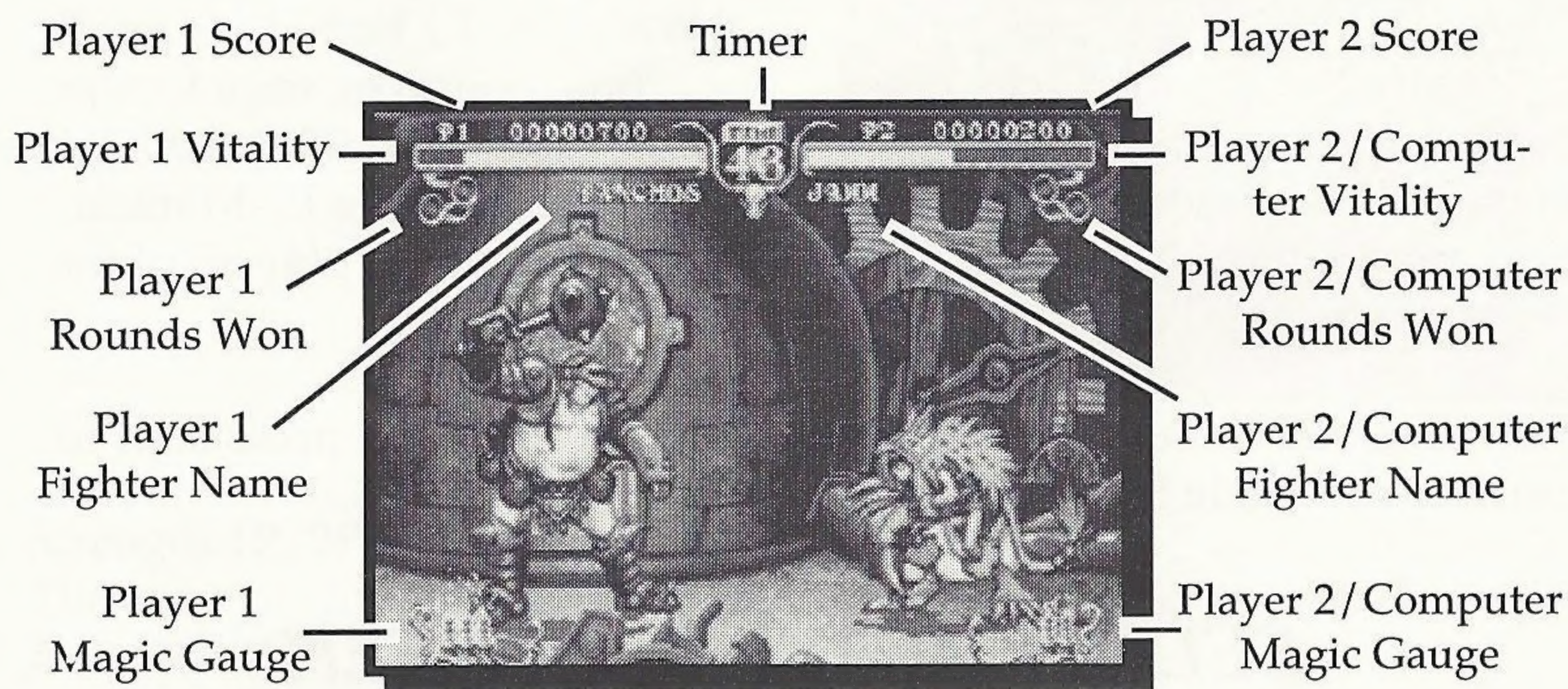
A fighter's appearance varies according to the button used to select the character.

For a VS Start game, both players can select the same fighter if desired.



# TIME FOR BATTLE

## Game Screen



## Ways to Win

Win two rounds and you win the match. Should the match end in a draw, both players are awarded a win for the round.

You can win a round in one of two ways. The first way is to damage your opponent until no Vitality remains. The round is stopped even if there is time remaining.

The second way is to inflict more damage on your opponent than your opponent inflicts on you. When the Timer reaches zero, the least damaged player is the winner.

When the Timer is disabled (see Option Mode, page 6), you can only win by beating your opponent into submission.



## *Elf Treasure*



Little elven thieves dressed in blue and green race around the screen as you battle. Hit one with any kind of attack and they drop valuable treasure. The blue thieves drop Potions which are added to your Magic Gauge. The green thieves drop chunks of meat that restore Vitality.

To pick up either item, move your character with the D-Pad to walk over them.

## *Power Up!*



When you have gathered five potions, POWER UP OK appears over your Magic Gauge. Press Buttons A, B and C or X, Y and Z simultaneously and you acquire super strength!

All of your attacks are now stronger, and you can even perform Super Attacks (SA) while the effects last. Experiment to discover how to perform Super Attacks.

The purple bar in the Magic Gauge slowly decreases, and when it disappears, your super strength goes with it. The bar drains quickly, so be sure to utilize your extra strength while it lasts. Remember, your opponent can still attack you!

## *Game Start to Vs Start*

A second player can join a game in progress for two-player competition. Make sure a Sega Control Pad is plugged into Control Port 2 of the Sega Saturn. Press Start from Control Pad 2 and the Select Players screen appears.



# ON THE ATTACK

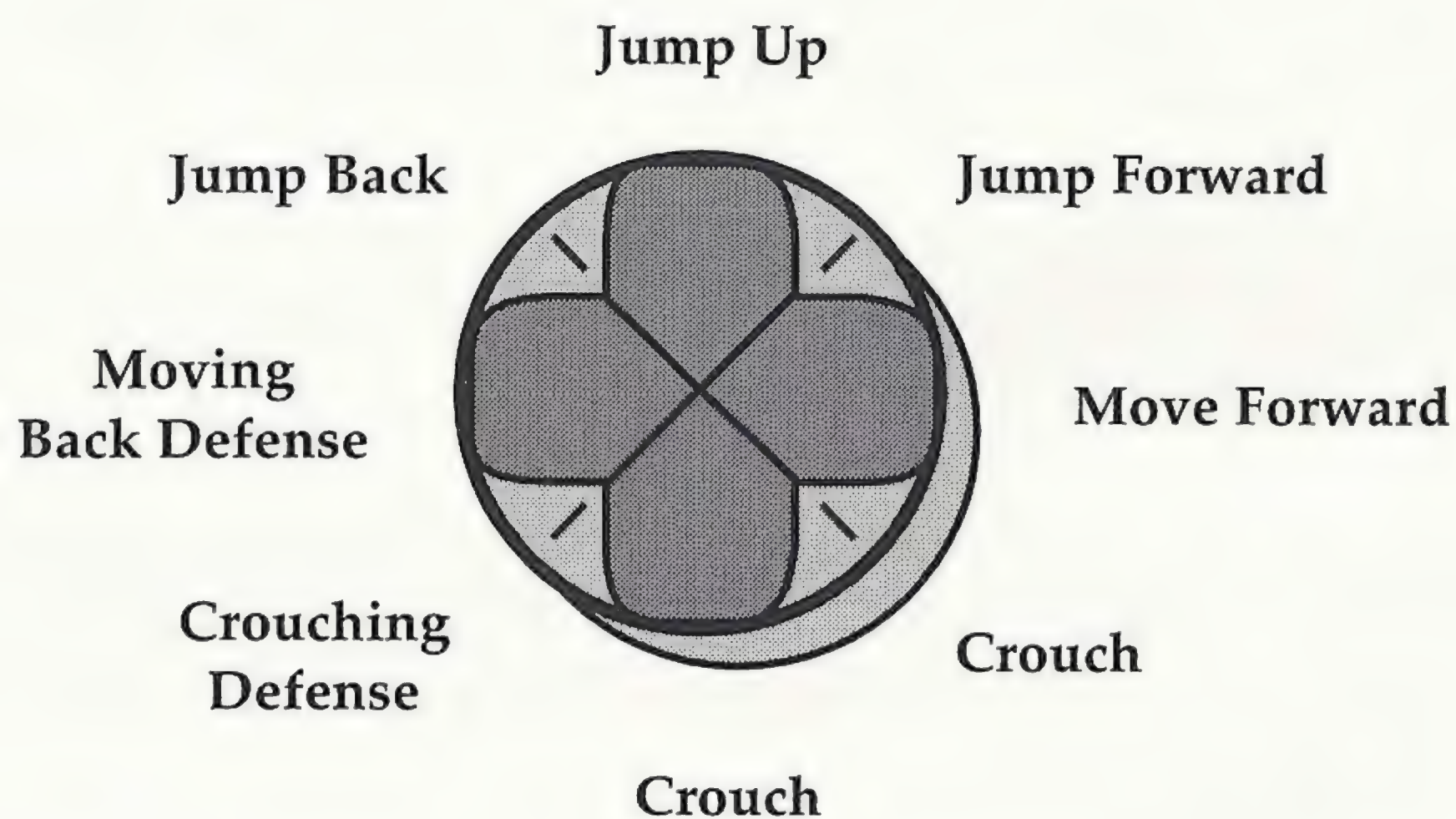
The moves on the following pages are for a fighter facing right. Reflect the instructions for a fighter facing left.

## Key to Moves

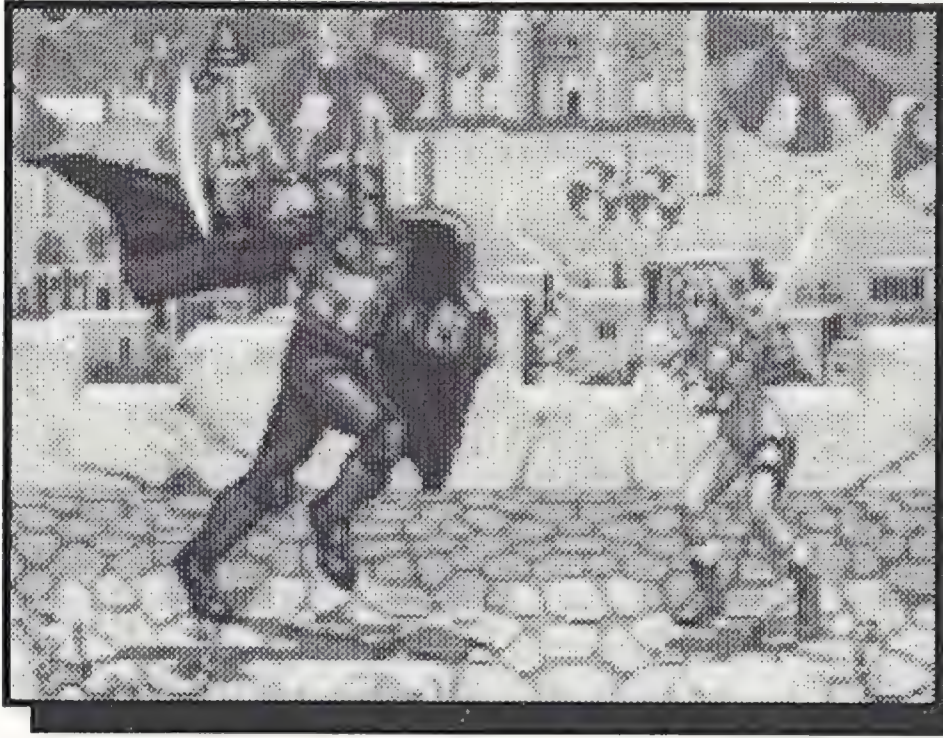
Use this key for all the moves and attacks in *Golden Axe, the Duel*.

⇒	Press the D-Pad in the direction indicated
→	Hold the D-Pad in the direction indicated
A	Press the listed button
A	Hold the listed button
A...	Press the listed button repeatedly
⇒ + A	Press the listed buttons simultaneously

## Simple Moves







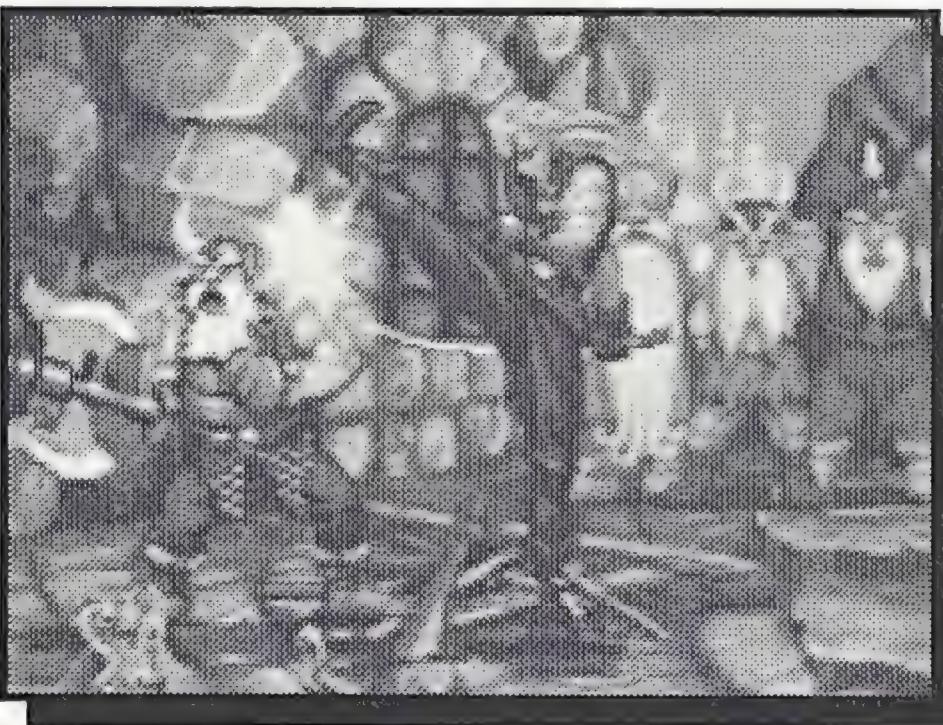
### **Dashing and Retreating (⇒⇒→)**

Rush toward your opponent or move out of harm's way with this move. Press the D-Pad twice and hold in the direction desired to perform this move.

### **About Defense...**

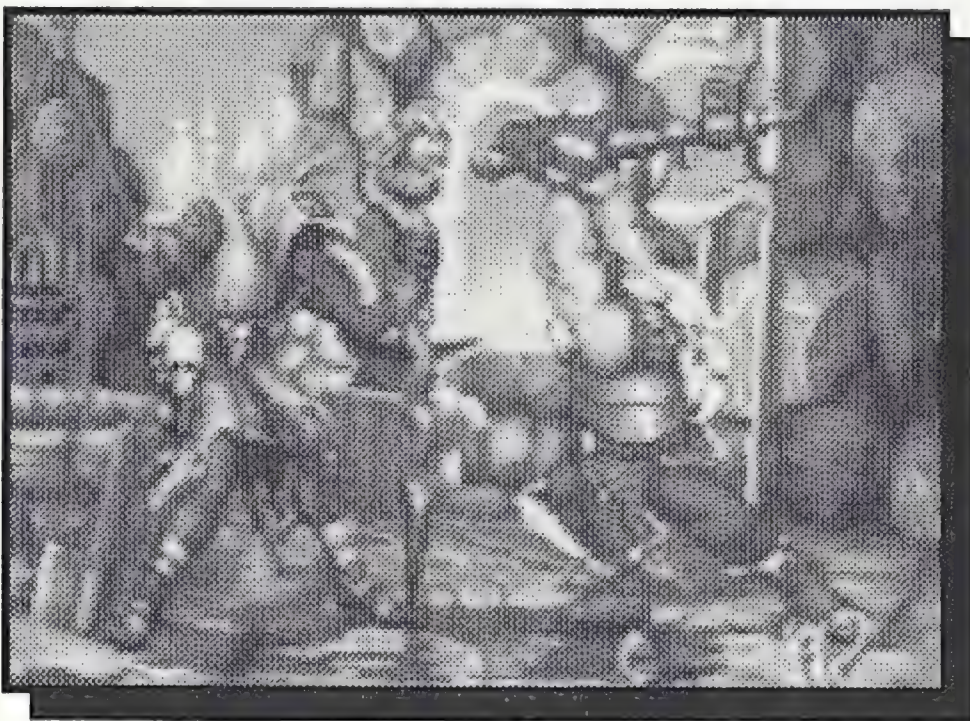
The Crouching Defense (↙) is effective at blocking most kinds of attacks, but beware if your opponent attacks while jumping! The Moving Back Defense (←) blocks Slashes, but not Kicks your opponent performs while crouching.

## ***Basic Attacks***



### **Kicks (A, B or C)**

There are three kinds: Weak, Mid and Heavy. Press Button A for a Weak Kick, Button B for a Mid Kick, and Button C for a Heavy Kick.



### **Slashes (X, Y or Z)**

Like Kicks, there are three kinds: Weak, Mid and Heavy. Press Button X for a Weak Slash, Button Y for a Mid Slash, and Button Z for a Heavy Slash.



## About Kicking and Slashing...

The stronger the attack, the more damage you inflict on your opponent. But also remember that the stronger the attack, the more time required to perform the attack. You might leave yourself open for counterattack, so choose your Kicks and Slashes well!

### Close Range Attack (← or → + Z)

Each character performs a unique Close Range Attack. When facing an opponent, press the D-Pad LEFT or RIGHT and Button Z simultaneously.



## Special Attacks

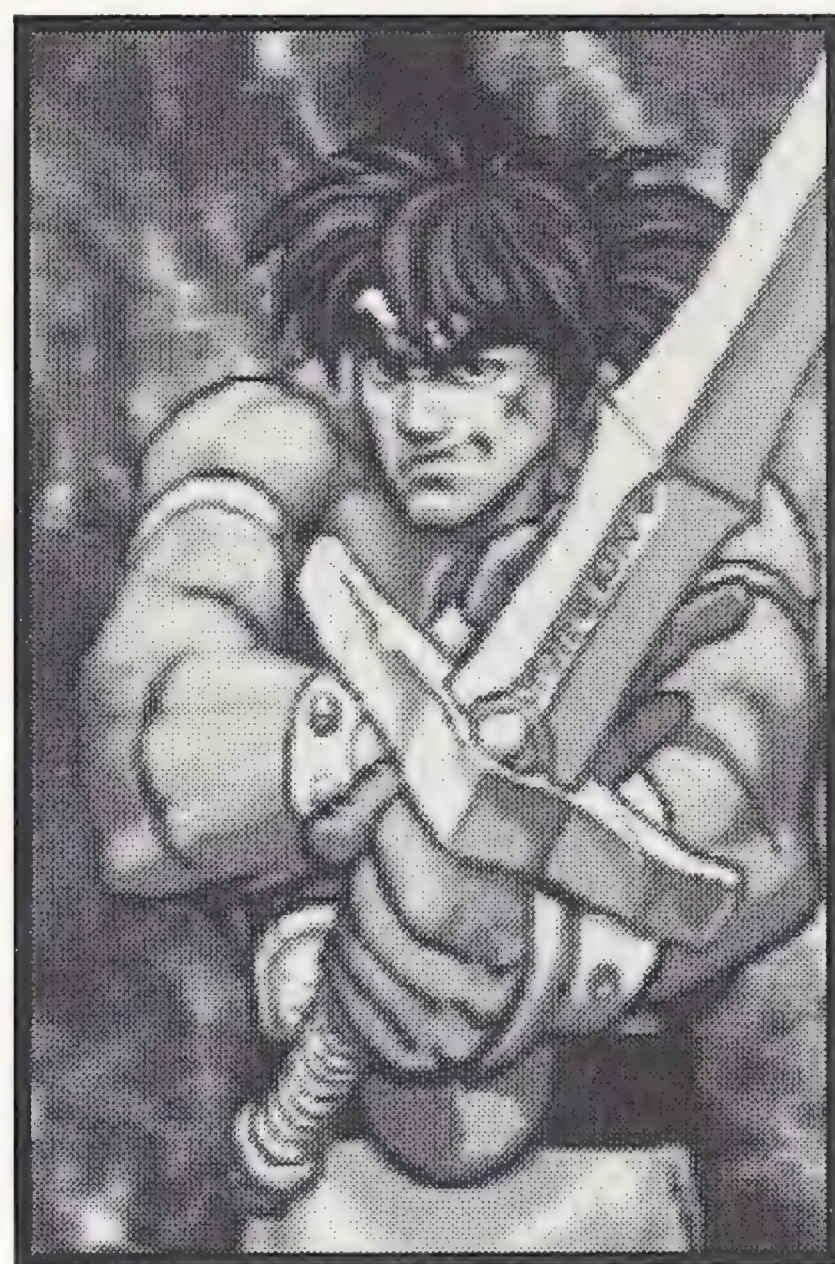
Each character has a unique arsenal of Special Attacks. See the character biographies on the following pages for a list of these attacks and how to perform them. Super Attacks (SA) are also listed on the following pages.

# THE FIGHTERS

## Kain Blade

Power Blast:	↓ ↘ →, X or Y or Z
Fire Edge:	→ ↓ ↘, X or Y or Z
Rushing Kick:	↓ ↙ ←, A or B or C
Fire Storm (SA):	→ ↓ ↘ → ↗, X or Y or Z

Orphaned by war and found by a famous warrior, Kain Blade learned the art of swordsmanship from an early age. When his patron died attempting to save another child from fire, Kain could not accept the way his master died. Kain's whole life had been devoted to perfecting his combat skills; death by other than combat was unimaginable.



Seen as a samaritan by some, a meddler by others, Kain has taken to wandering the various provinces to help those in need. He seeks the axe in the hopes to unite the provinces of the continent and end the diabolical plans of his enemies, Zoma and Keel. They will try to stop him, but Kain is determined to win.



## Milan Flare

Rotor Sword:	←, → + X or Y or Z
Air Strike:	←, → + A or B or C
Gyro Sword:	↓, ↑ + X or Y or Z
Bird of Prey:	↓, ↑ + A or B or C
Talon Strike:	Bird of Prey, X or Y or Z
Tornado Spin:	Bird of Prey, ↓ + X or Y or Z
Tempest (SA):	↓, ↘→↗ + A or B or C ↓ + X or Y or Z

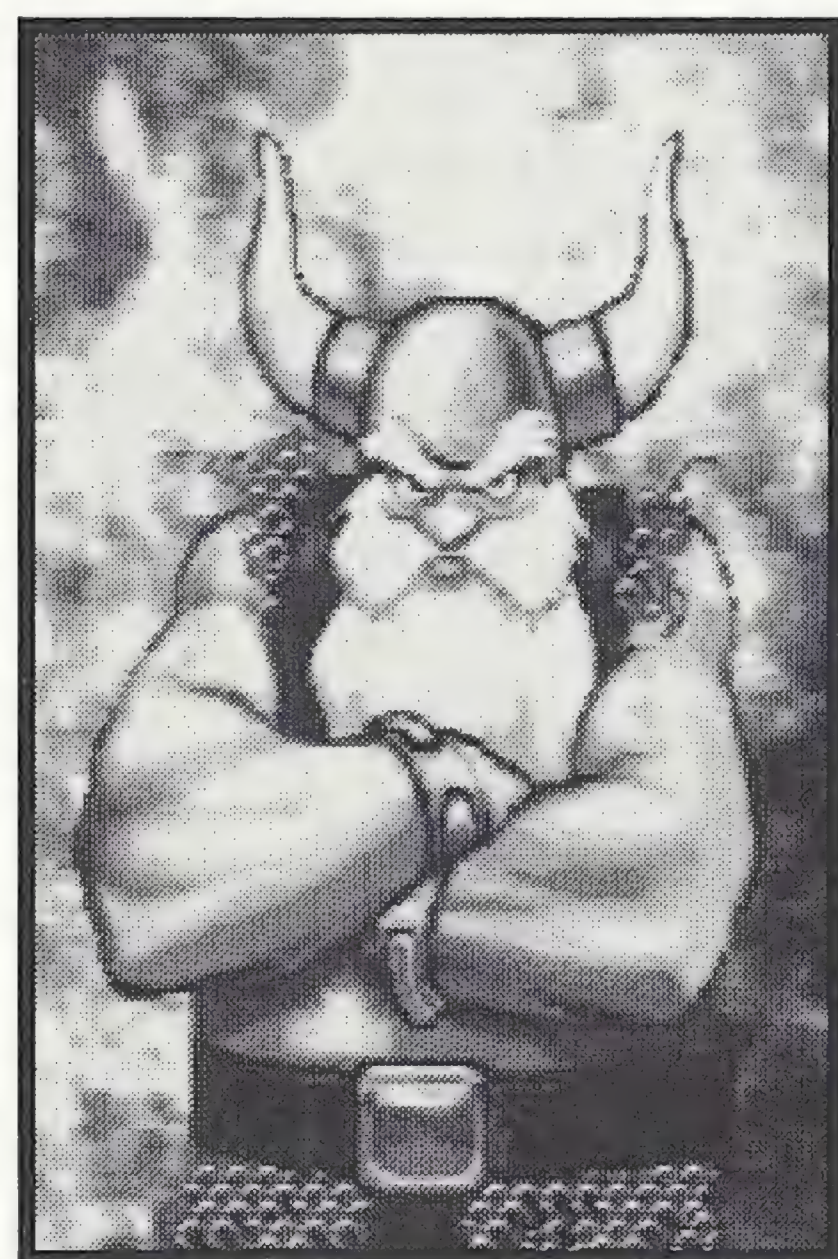


Milan Flare is princess of the kingdom of Winwood, and descendant of Tiris Flare, who helped defeat Death Adder long ago. She is also the protector of the kingdom, and relies on wind magic to battle her adversaries. Though a bit young and brash, she takes her role of protector seriously and has won the confidence of her people.

The kingdom of Winwood is the most scientifically advanced of all the provinces. It is a prized jewel for many would-be leaders who could use the power of the winds. Should Milan win, the Golden Axe would be used to ensure that Winwood does not fall to foreign invaders.

## Gillius Rockhead

Stone Crush:	←↘↓↘→, X or Y or Z
Shoulder Charge:	↓↘→, A or B or C
Miner's Drill:	↓↘←, X or Y or Z
Stone Storm:	→←→, Z (in front of enemy)
Kick Fury:	→↘↓, C (in front of enemy)
Jawbreak (SA):	→↘↓↘↗, X or Y or Z (in front of enemy)
Rock Roll:	↓ + Z (while jumping)



Like Milan Flare, Gillius Rockhead comes from a family of distinguished fighters. His great-grandfather, Gillius Thunderhead, is the legendary axeman who with the mystical Golden Axe helped slay Death Adder. It's not easy living in the shadow of such an ancestor, but Gillius, too, has perfected axe-battling and has become a renowned warrior.

When news of Death Adder's reappearance reached the town of Gilliam, Gillius Rockhead was the first to prepare for war. The people of his town must not suffer again.



## Zoma

Changeling:	↓ ↘ ⇒, X or Y or Z
Quick Staff:	X... or Y... or Z...
Skull Charge:	↖ ↘, X or Y or Z
Levitation:	⇒ ↓ ↘, A or B or C
Dark Carnival (SA):	↓ ↘ ⇒ ↓ ↘ ⇒, X or Y or Z
Circle of Death:	↓ + Z (while jumping)

Only the brave or foolish enter the Southern Plateau, a wasteland where little grows but where evil is said to thrive. This is also the home of Zoma. It is said he uses the life energies of captured travelers to sustain himself in this bleak environment.



Zoma served as an advisor to the king of Lustan, a kingdom which bordered the plateau in the ancient days. Zoma's lust for power finally forced the king to banish his former minister to the plateau. Through the centuries, Zoma has been content to live off of the energies of his prisoners. However, the announcement of the Golden Axe has stirred his lust for power once again. Zoma has stated that he will rule the continent "without mercy" when he wins.

## Doc

Dashing Strike	↖ ↘ ↓ ↘ ⇒, Z
Scalpel Slash:	↓, ↑ + X or Y or Z
Roundhouse:	⇒ ↘ ↓ ↖ ↖, X or Y or Z
Roundhouse Plus:	⇒ ↘ ↓ ↖ ↖, X or Y or Z
Roundhouse Feint:	⇒ ↘ ↓ ↖ ↖, A or B or C
Triple Kick:	⇒ ↓ ↘, A or B or C
Head Shock:	⇒ ↓ ↘, X or Y or Z (in front of enemy)
Shock Wave (SA):	⇒ ↘ ↓ ↖ ↖ ⇒, X or Y or Z
Surprise Jump:	(when near edge of game field) ↑, D-Pad away from edge + A or B or C for the jump
Sliding Knee:	(when near edge of game field) ↑, D-Pad towards edge + A or B or C for the slide



The island of Miribar is a unique place: its ports stocked with goods and animals from distant lands, its college of healers the best in the provinces. But when the man calling himself "Doc" resigned from his position at the school to seek the Golden Axe, the island folk were stunned. A healing man who fights? No one had ever quit the college before.



Doc has promised to bring the Golden Axe back to the province. This, to say the least, has caused mixed feelings. Why welcome back a man who broke his vows, even if he returns with the legendary axe?

*Keel*

- Ice Arrow: ↓ ↘ ⇒, X or Y or Z
- Power Stab: ↓ ↙ ⇐, X or Y or Z
- Ice Slide: ↓ ↙ ⇐, A or B or C
- Freezing Bolt: ⇒ ↓ ↘, X or Y or Z
- Dematerialization: ⇒ ↘ ↓, A or B or C
- Insanity Winds (SA): ↓ ↙ ⇐ ↓ ↙ ⇐, X or Y or Z

From the northern province of Crystal comes Keel, an elf warrior determined to destroy all who oppose him. He is known throughout the provinces by many names: "Keel the Mad," "The Lancer," and "Stinging Ice" are among them. Those who travel across the tundra do so only in large numbers, for it is said Keel haunts the roads looking for prey.

His own clan has tried unsuccessfully to get rid of him, the last time by encasing him in ice. He should have perished, but after Death Adder's revival, Keel disappeared. Keel has always been ambitious, and several elves remember him vowing to one day become ruler of Crystal. Only now do they fear it's possible.

*Jamm*

- Beast Blast: ↓ ↘ ⇒, X or Y or Z
- Beast Cannon: ↓ ↘ ⇒, X or Y or Z  
(the longer you hold down X, Y or Z, the more power builds up)
- Thundering Herd: ⇐, ⇒ + X or Y or Z
- Cats Paw: A... or B... or C...
- Spirit Summon (SA): ⇐, ⇒ ↓ ↘, X or Y or Z
- Snapping Tail: ⇒ + B
- Mule Kick: ⇒ + C

The northeastern part of the continent is a collection of small provinces that until recently battled one another. A baby girl, born in this region, was left behind when the villagers fled as enemy troops approached her hamlet. The wilderness spirit Degaas found this baby girl and named her Jamm.





The spirit found shelter for Jamm and asked the beasts of the lands to welcome her as one of their own. Though still young and naive, Jamm has learned to survive in the wilderness, even to defend herself when necessary. She has learned a number of fighting styles from the animals, and hopes to keep what's left of the provinces for them.

## Panchos

- Mini Bomb:** ↓ ↘ →, X or Y or Z  
**Mega Bomb:** ↓ ↘ →, A or B or C (when you release A, B or C the bomb blows up)  
**Dyna Might:** → ↘ ↓ ↙ ←, A or B or C  
**Blast Wave (SA):** ← ↙ ↓ ↘ → ↗, A or B or C (in front of enemy)

When the people of the volcano province of Blo think of a guy with a good sense of humor, they think of Panchos. When they think of a guy able to learn anything, they think of Panchos. But when Panchos headed out of town last week dressed in bright armor and loaded with large metal bombs, nobody knew what to think.



Panchos' father, an inventor, taught him from a young age the skills of his trade. But Panchos wasn't satisfied with his life, and longed for adventure. When he heard that the axe had resurfaced, he headed off. Finally, life seemed to be getting exciting.

## Green

- Back Breaker:** → ↘ ↓ ↙ ← ↗ ↑ ↗, A or B or C (in front of enemy)  
**Attack Feint:** ←, → + A or B or C  
**Giant's Hook:** ←, → + A or B or C, (while running) ↓ ↑, X or Y or Z  
**Windmill:** Hold any three from A, B, C, X, Y and Z, and release one of the buttons.  
**Raging Forest (SA):** → ↘ ↓ ↙ ← ↗ ↑ ↗, X and Y and Z  
**Mammoth Slam:** ↗ or ↘, (while jumping) → ↘ ↓, Z





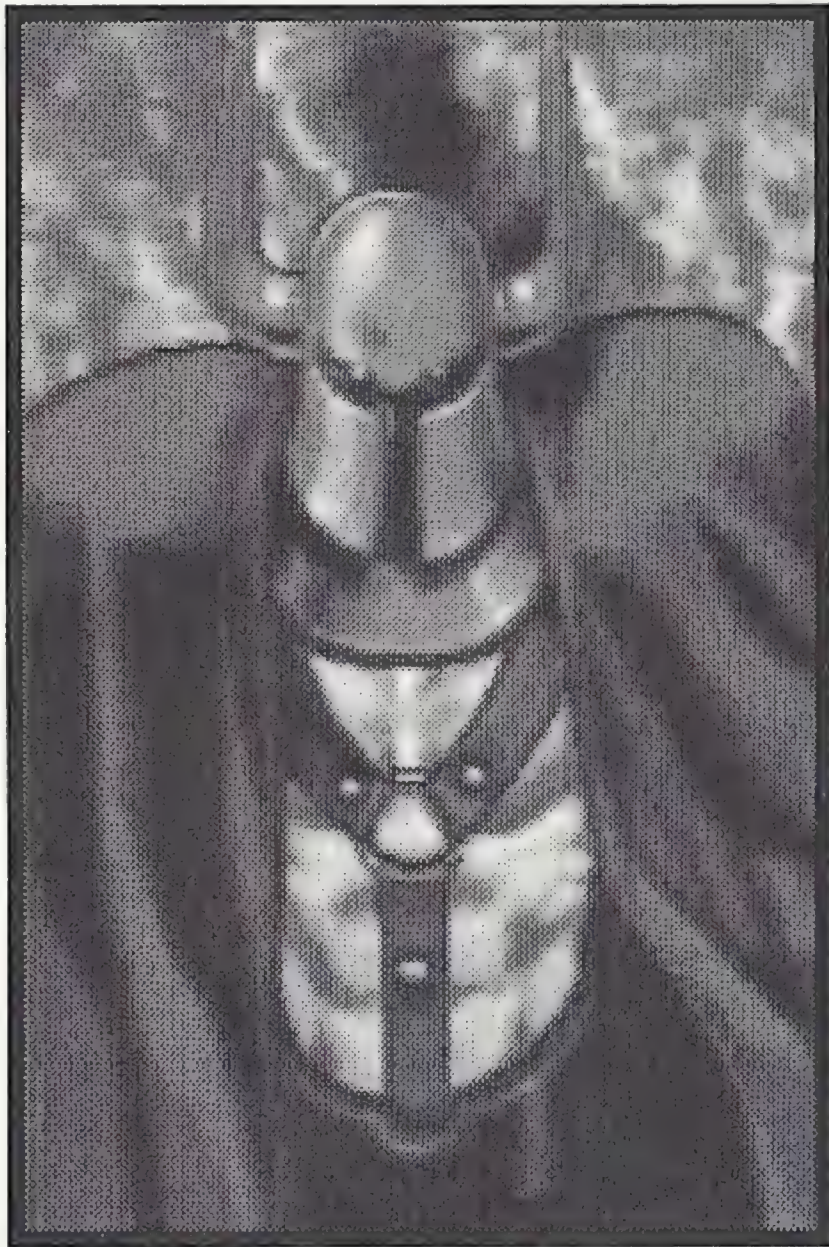
Deep in the continent's forest lived a race of giants with awesome strength. This half-human, half-plant race was attacked by Death Adder's army and all but one were killed. The lone survivor is Green, who predicted the return of Death Adder and has been preparing for it for many years.

When Green heard of the Golden Axe tale, he knew the chance to meet Death Adder face-to-face was near. Green has not forgotten the lovely Maria, who helped him escape Death Adder's clutches. Sadly, Maria disappeared after freeing Green, though he has heard she is still alive. This half-human giant hopes to defeat Death Adder in the coming battles, and through victory have his name spread far. Perhaps Maria can then find him once again...

## Death Adder

- Dragon Breath: ←↘ ↓ ↘⇒, X or Y or Z
- Death Wave: ←, ⇒ + X or Y or Z
- Soul Taker (SA): ⇒ ↘ ↓ ↘ ←, X and Y and Z  
(in front of enemy)
- Falling Sky: ↓ + C (while jumping)

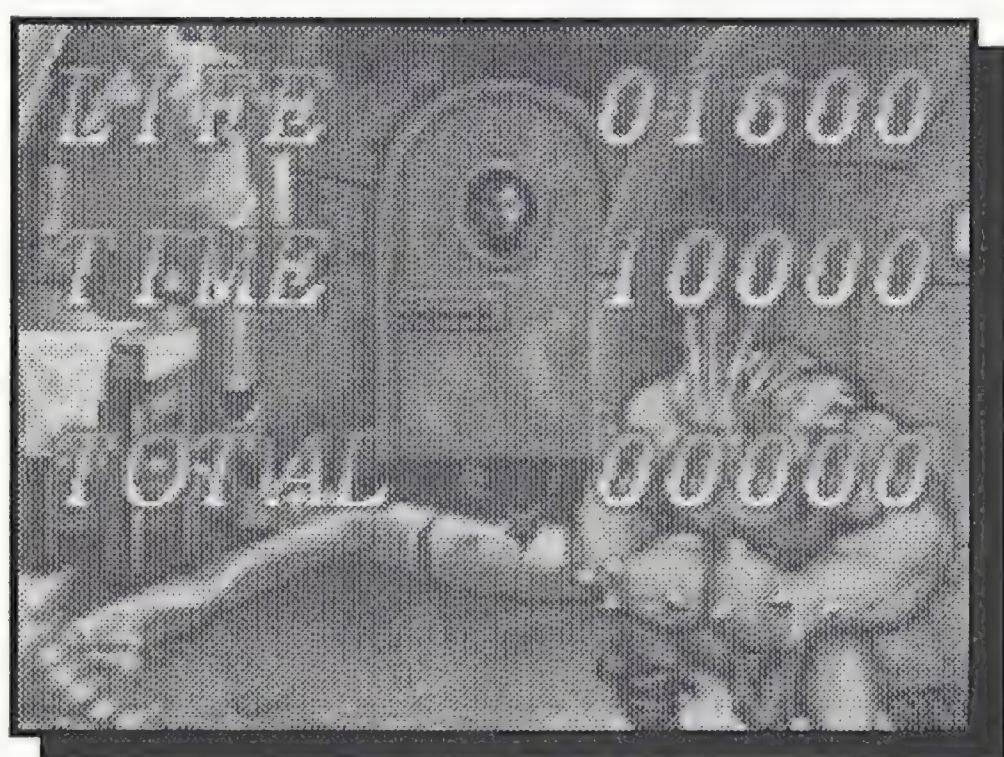
To this day, little is known about Death Adder. He was believed dead after battle with Gillius Thunderhead, yet rose again to stalk the land. Twice since then he has "died" only to return again from the other side. It is widely believed now that he is not a man, but an evil spirit.



Rumours that he will fight for the axe are causing panic throughout the lands. Should Death Adder gain the Golden Axe, the continent will face an age of horror and despair.



## AFTER THE MATCH



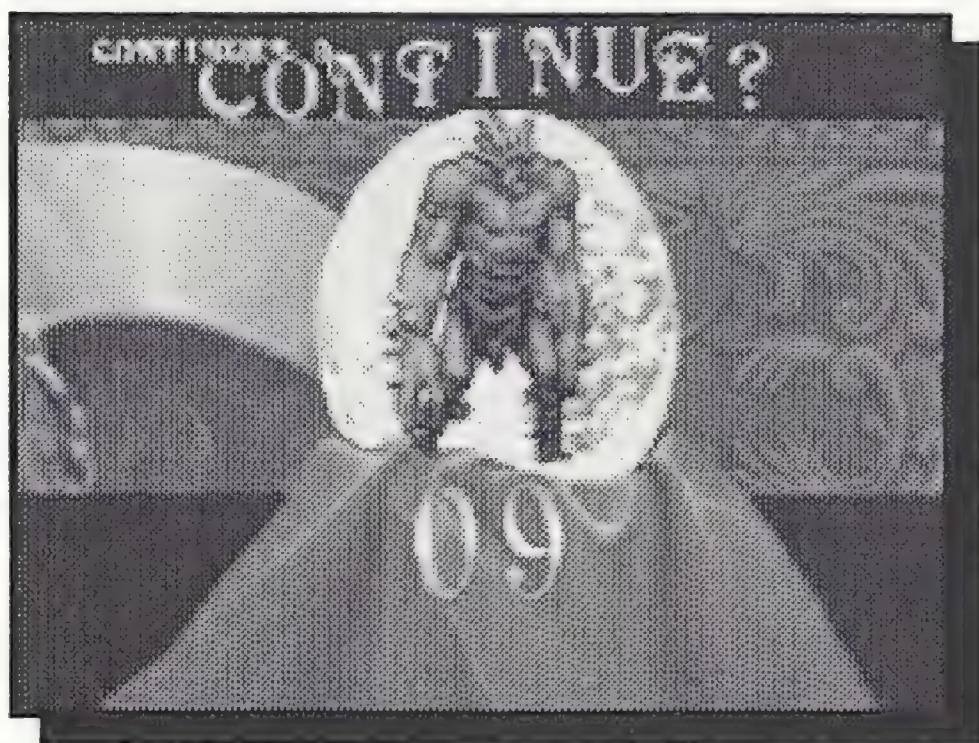
Points are awarded when you win a match in either mode.

**LIFE:** The less damaged your fighter is when the match is over, the more points you receive. You are awarded bonus points if your fighter was not damaged at all.

**TIME:** The more time remaining on the clock when you win a match, the more points you are awarded.

## CONTINUE

### *Game Start*



Should you lose a match, you can opt to continue play. On the Continue screen press Start before the timer reaches zero. The Select Players screen appears. Choose any fighter to take on the character who defeated you. Time for a little revenge!

### *Vs Start*

After battle, the Select Players screen appears. Both players can select any fighter for the next battle.



# ***CREDITS***

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<b><i>Assistant Lead Testers</i></b>	<b><i>Kenneth Chan, Alex Berriero, George Kemmerex, Jeremy Caine</i></b>
<b><i>Manual</i></b>	<b><i>Marc Sherrod</i></b>
<b><i>Packaging Design</i></b>	<b><i>Three 8 Design Group</i></b>
<b><i>Packaging Art Director</i></b>	<b><i>Eric Smith</i></b>
<b><i>Product Specialist</i></b>	<b><i>Clint Dyer</i></b>



NOTES



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## LIMITED WARRANTY

Sega of America, Inc. warrants to the original consumer purchaser that the Sega Saturn compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive U.S. warranty service, call the Sega Consumer Service Department at:  
1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at:  
1-800-872-7342

DO NOT RETURN YOUR SEGA SATURN COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser.

### REPAIRS AFTER EXPIRATION OF WARRANTY

If your Sega Saturn compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

### LIMITATIONS ON WARRANTY

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

**The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.**

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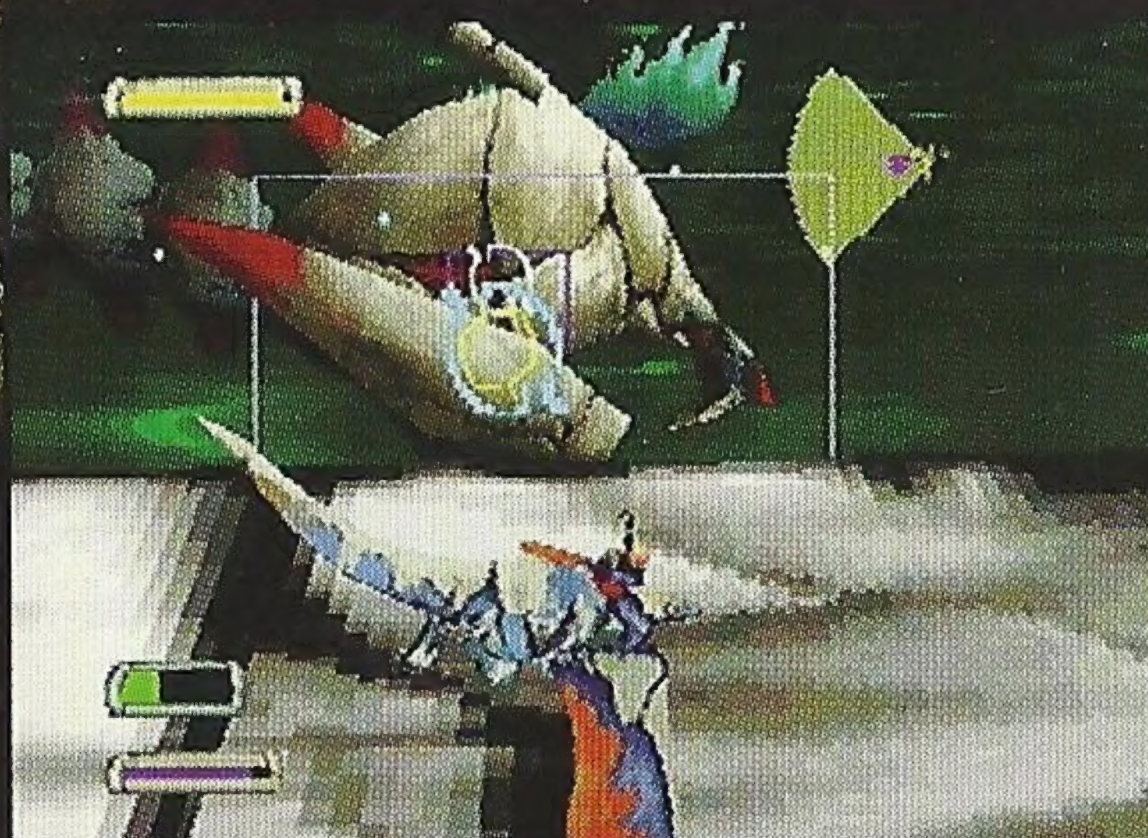
# with SEGA SATURN Nothing else Matters

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KA  
AGES 6+

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